

# Aleksandr Evgrashin

## Senior Software Developer

Lead programmer experienced with fast prototype development, scaling up experimental solutions, and leading small research teams. Familiar with a wide range of AR/VR technologies, computer vision, and machine learning tasks.

✉ alexevgrashin@gmail.com

☎ +4917669392946

📍 Wiesbaden, Germany

🌐 [linkedin.com/in/alex-evgrashin](https://www.linkedin.com/in/alex-evgrashin)

## WORK EXPERIENCE

### Head of Software Development Moebelita GmbH (ConfiGuru)

06/2022 - Present

*Innovative startup working on Generative AI and XR solutions*

- Managed a team of six developers and researchers creating **AR Diminished Reality** technology. Implemented plugins for Unity3D and Swift that can reconstruct interiors and remove old furniture in a mobile app
- Developed the architecture of a custom Unreal Engine **Pixel Streaming** platform for real estate and e-commerce companies. Delivered universal cloud-rendered configuration software to five enterprise customers
- Lead development of a real estate platform for **Generative AI** content creation. Helped to create thousands generative visualizations for real estate developers and brokers

### AR/VR Architect Softline Group

02/2022 - 06/2022

*IT consulting company for big enterprise customers*

- Worked as AR/VR expert with contractor companies. Guided architecture and project plans for three big industrial **VR training simulators**
- Integrated five new **AR/VR business partners** into company product line (factory digital doubles, VR training platforms, AR assistant, etc)
- Created concept and core architecture for **corporate metaverse** application for VR and desktop platforms

### Senior AR/VR Developer Sber AR/VR Lab

07/2018 - 02/2022

*R&D department developing AR/VR technologies for b2b and b2c*

- Lead the development of a **AR Visual Positioning System** with sub-meter accuracy. Integrated it as AR Landmarks Filters for mobile apps ([link](#))
- Developed core architecture, UI, and CMS of an **AR Navigation** app using Unity3D. Scaled up the solution for five business centers with two thousand employees ([link](#))
- Developed API, architecture, motion capture pipeline, and plugins for the **Digital Humans Service**. Provided developers tools to transform speech into realistic digital avatar animation
- Prepared tasks for **SCRUM sprints** and reviewed plugins development for Swift, Kotlin, Unity3D and Unreal Engine

### Unity3D Developer Interactive Lab

11/2017 - 07/2018

*Studio creating AR/VR experiences for events and expos*

- Implemented the UI and core architecture of **three different VR showrooms** for the large real estate developer ([link](#))
- Built the flight-control module inside Unity3D for **Sibur-Wilson drone live show** with twelve simultaneously flying copters ([link](#))
- Lead development of two **arcade VR games** for the federal chain of entertainment businesses
- Integrated the Optitrack tracking and synchronization system in Unity3D for the **SAP Forum Opening** live AR show

## TECHNICAL SKILLS

### Programming languages

C#, Python, Swift, C++, Rust

### Tools

Unity3d, Unreal Engine, Omniverse, Visual Studio, Xcode, PyCharm, Git, Blender

### Mobile AR frameworks

ARKit, ARCore, AR Foundation, Vuforia, OpenCV

### AR/VR headsets

Meta, Vive, Hololens, Magic Leap

### Tracking systems

Optitrack, Antilatency, Mo-Sys, Vive Trackers

### Volumetric capture systems

Volucams, Microsoft Kinect, Intel RealSense

## EDUCATION

### MSc in Information Technologies MIREA - Russian Technological University

2017 - 2020

### BSc in Information Technologies Samara State Aerospace University

2013 - 2017

## PUBLICATIONS

*Patent*

**Method and system for determining the location of the user** [↗](#)

2021-11-17

*Patent*

**System for recognising faces and constructing a route using augmented reality tool** [↗](#)

2020-01-28

## OPEN SOURCE PROJECTS

GPT language models for Unity3d [↗](#)

Speech recognition for Unity3d [↗](#)

Liquid simulation framework [↗](#)